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KONAMI

SNS-ANCE-USA

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Welcome to ANIMANIACS for the Super Nintendo Entertainment System®...from Konami! You're in for a real treat as you play Animaniacs™. These wacky Warner Bros. characters are zany, witty, warm, mischievous, goofy, sly...they're everything except boring! Join the Warner brothers (and sister) on a journey through the Warner Bros. Studio lot for "lots" of fun! We recommend that you read through this manual first to take full advantage of this game.

Contents

4 ... INTRODUCTION
6 ... PLAYING THE GAME
7 ... STARTING THE GAME
8 ... ENTERING A SOUND STAGE
8 ... OPTION MODE
10 ... PASSWORD & CONTINUE
11 ... THE RECOVERY STAGE
12 ... SCREENS & SLOT MACHINES
12 ... ITEMS
14 ... OPERATIONS
15 ... STAGES
16 ... CHARACTERS
18 ... WARRANTY
19 ... CONSUMER SUPPORT

Our story begins...

in the 1930s, a period regarded by many as the Golden Age of Animation. Many studios in Hollywood were pumping out reels and reels of new cartoons. During this time, one of the more eccentric and gifted animators at Warner Bros. created the Warner brothers and the Warner sister—specifically, YAKKO, WAKKO and DOT.

From the beginning, however, these three were labeled too wacky, too wild, and just too zany to be let loose on an unsuspecting public. Their comical genius was too far ahead of the times. Behind top-secret closed-door meetings, the studio executives, vice presidents, managers, managing vice presidents, chief executive vice directors of managing, and some people who were really important, decided to lock them up immediately in the Warner Bros. Water Tower.

They remained imprisoned in that water tower for over 60 years, when they escaped! The Warner brothers and their sister immediately began to amuse themselves by wreaking havoc upon film stages all across the studio lot. It remains their favorite pastime.

Just the other day...

actually it was the day before yesterday, but that's not important...the writers at Warner Bros. completed a script that could win a prestigious award. The script disappeared! It seems that Pinky and The Brain snatched the script to sell it and use the money it would bring to take over the world. But Pinky, carrying the script in an absent-minded daze, dropped scenes from the script at various sound stages all over the studio lot! The Warner Bros.' CEO has asked the Warner siblings to find and deliver the completed script to him pronto, hoping it would keep them out of any really serious trouble...a typical management decision.

Playing the Game

- There are three players — Yakko, Wakko and Dot. Your goal is to operate each player to clear the game.
- The game ends when all three players are captured by Ralph the security guard or when they are done in by traps.
- When players are caught by Ralph, you can try to rescue them from the Water Tower during the Warner Bros. Studio screen.
- You can get special power-ups when the slot machine rolls.
- You can complete the game without finding every scene from the script, but you should try to find the entire script to get the best ending!
- You can play again from the beginning of a level by selecting CONTINUE when the game ends. (NOTE: You do not have any CONTINUEs when the game starts. You must win them on the slot machine or collect 100 coins.
- When you clear a stage or the game ends, make a note of the password displayed on screen. Input this password to continue your game.

Starting the Game

Insert the game pak into your Super NES and turn the power ON. The Title screen will be displayed.

Title screen

Set the game options. (See page 8 for settings.)

Move the cursor to GAME START and press the START button.

The practice stage begins when the game starts. Once you clear the practice stage, you cannot enter it from the Warner Bros. Studio screen. The Warner Bros. Studio screen appears as you clear each level. The player enters an individual studio by moving the Animaniacs along the paths to the film studios.

Warner Bros. Studio screen

Entering a sound stage

To enter a sound stage, press the A button when the name of the sound stage is displayed. The stage to be played depends on the sound stage you enter.

Ralph the security guard

If security guard Ralph catches you on the Warner Bros. Studio screen, you will play an "escape" stage. You will see a close-up of the Warner Bros. Studio lot and must outrun Ralph. If you escape, you will return to the overhead view.

RALPH screen

Option mode

Select OPTIONS from the Title screen and press the START button. You can change button settings (key configuration) in this mode.

Option Mode screen

Configuring the keys

1. Use the up/down Control pad to place the cursor at the setting you want to change.

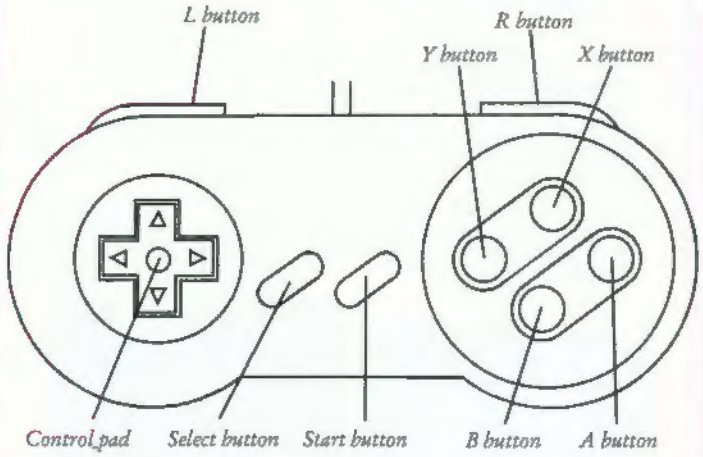
2. To change settings, simply press the button you want to change — A, B, X, Y, L or R.

Sound Tests

1. Use the left/right Control pad to select a melody.

2. Press the A button to hear the selected melody.

- Press the START button to return to the Title screen.



PASSWORD and CONTINUE

If you make a note of the password that appears when you clear a stage you can input it to continue that game later.

PASSWORD screen

Inputting the Password

To set the password, select an icon from the top 8 icons and input it into the 12-icon panel at the bottom of the screen.

1. Use the L and R buttons to select the icon.

2. Use the control pad to move the green box on the password grid, then press the A button to set the selection in the password panel.

3. When you are finished, press the START button to start the game. If you input the password incorrectly, the game will not start. Press the SELECT button to cancel the PASSWORD screen.

Using CONTINUE

When the game ends, you can continue play from the beginning of the last stage you played.

CONTINUE screen

- To continue, you must press the START button within the time limit or the game will end.

- The number of Continues increases by one when you get the correct combination on the slot machine or when you amass 100 coins.

Playing the Recovery Stage

- When players are caught by Ralph in any given stage, you can enter the Water Tower within the Warner Bros. Studio screen to save them. If you reach the top of the tower, you can free all the players that have been captured. If you fail, the player attempting the rescue is not captured, but you return to the Warner Bros. Studio screen with your remaining number of players.

Recovery Stage screen

Screens and Slot Machines

Stage screen

Items

Coins
The slot machine turns when you collect 5. The number of Continues increases by one when you collect 100.

Script
The final scenario of the game varies depending on whether or not you've collected the entire script when the game ends.

No. of Script Scenes

Slot Machines
Lots of things happen to the players when they align the slot machine items on screen.

- The slot turns when you collect 5 coins. Silver coins are worth 1, gold are worth 10.
- The slot will stop in about 3 seconds, but you may also stop it by pressing the L button.

Effects of various slot machine item combinations:

YAKKO-WAKKO-DOT
The captured player(s) is/are restored.

PINKY-PINKY-PINKY
You lose 10 coins.

BRAIN-BRAIN-BRAIN
You lose half of your coins.

RALPH-RALPH-RALPH
You lose all of your coins.

CEO-CEO-CEO
You gain 1 Continue.

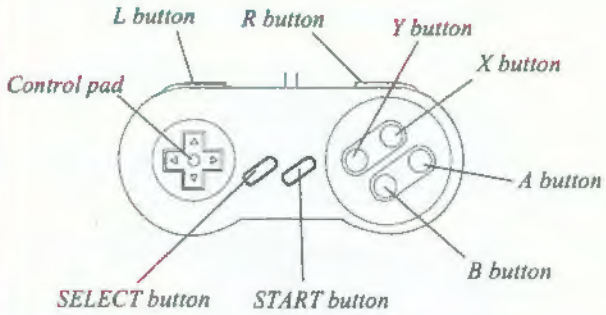
NURSE-NURSE-NURSE
You are invincible against enemies for a fixed period of time.

SKIPPY-SKIPPY-SKIPPY
You gain 20 coins.

SLAPPY-SLAPPY-SLAPPY
You gain 50 coins.

CHICKEN BOO-CHICKEN BOO-CHICKEN BOO
You double your coins.

Operations



Hey Brain, I think I saw that picture before!

Of course you did Pinky. It was on page 9. And we will keep showing it to people until their brains go numb, then we can take over the world!

START button: Pauses the game.

SELECT button: Press during game play to cancel the current stage and return to the Big Map. (You must pause the game first.) You cannot cancel the practice stage.

Control pad: Moves the players.

A button: Press twice to dash. Press the Control pad in the direction opposite the dashing direction to brake.

B button: Jumps.

Y button: Grab and throw items.

X button: Animaniacs "short" stack.

R button: Use to select the player.

L button: Use to stop the slot machine.

- Button settings can be changed in the OPTIONS screen. See page 8 for details.

Stages

Sci-Fi film stage

Practice stage
Studio HQ

Aquatic film stage

Fantasy film stage

Editing room

Adventure film stage

Water Tower/
Rescue stage

Characters

The eldest, and leader of the three, Yakko is a smooth talker and very ingenious.

Slightly on the "odd" side, Wakko is not much of a talker but can unleash non-stop destruction.

Dot uses her cuteness to trick others. She often says, "I'm the cute one."

RALPH is the security guard that's always trying to capture the Animaniacs.

Pinky & The Brain are experimental mice that conspire every night to conquer the world. They stole the Warner Bros. script to get money for their quest.

CEO Thaddeus Plotz is the chairman of Warner Bros. who has ordered the Warner brothers and sister to retrieve the script.

Dr. Scratchansniff is the Warner Bros.' in-house counselor.

The Nurse is the Warner Bros.' staff nurse.

Pesto, Bobby and Squit are three inseparable would-be acting pigeons.

Rita and Runt are a homeless cat and dog who together are searching for a home and tender loving care.

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Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this software and all the fine Konami products.

KONAMI GAME HINT AND TIP LINE:
1-900-896-HINT (4468)

- ☎ 85¢ per minute charge
- ☎ $1.15 per minute support from a game counselor
- ☎ Touch tone phone required
- ☎ Minors must have parental permission before calling

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only. Prices and availability subject to change. U.S. accessibility only.

If you experience technical problems with your *Animaniacs*™ game pak, try our Warranty Services number: (708) 215-5111.

Game counselors are available Mon.—Fri. 8:30 a.m. to 5:00 p.m. CST.

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ONLINE SUPPORT

Konami Consumer Support is available online from:

CompuServe: To reach our Customer Support board in the Video Game Publishers Forum, type **Go VIDPUB** at any "!" prompt and access the Konami library. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your FREE introductory membership and $15 usage fee credit.